

C# SDK Quick Start

Mac

1. Install Mono following instruction [here](#)
2. Download and extract [ONS C# SDK](#)
3. At \${SDK_DIR}/Darwin/2.0.0/demo, edit **ProducerAndConsumer.cs**, replace placeholders with your actual topic and CID, access key/secret
4. Compile as follows

```
csc ProducerAndConsumer.cs ../sdk/*.cs
```

```
→ demo ls
ProducerAndConsumer.cs
→ demo vim ProducerAndConsumer.cs
→ demo csc ProducerAndConsumer.cs ../sdk/*.cs
Microsoft (R) Visual C# Compiler version 3.6.0-4.20224.5 (ec77c100)
Copyright (C) Microsoft Corporation. All rights reserved.
→ demo |
```

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5. Copy dependent libraries

```
cp ../lib/lib* .
```

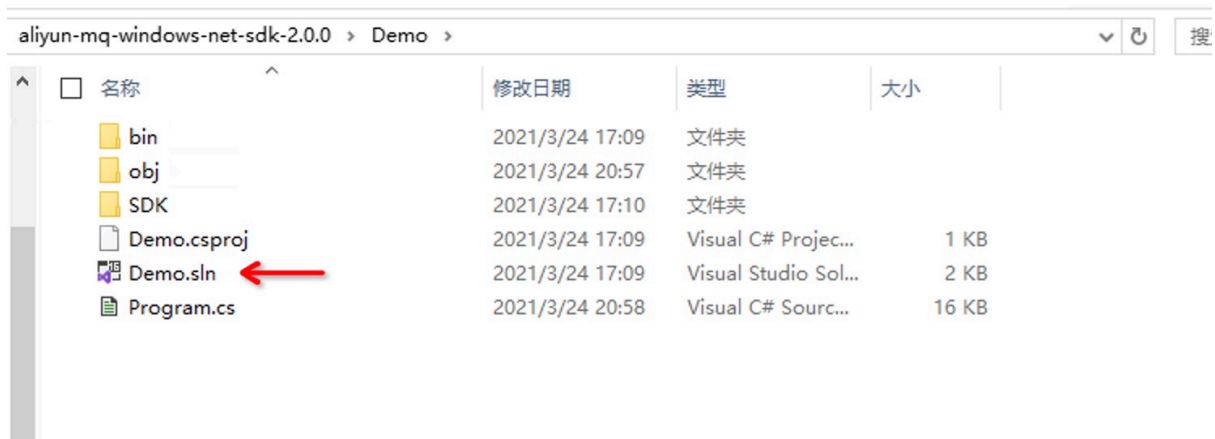
6. Run

```
→ demo cp ../lib/lib* .
→ demo mono ProducerAndConsumer.exe
Log directory is: /Users/lizhanhui/Desktop/ons_csharp_sdk/Darwin/2.0.0/demo/logs
SLF4J: Failed to load class "org.slf4j.impl.StaticLoggerBinder".
SLF4J: Defaulting to no-operation (NOP) logger implementation
SLF4J: See http://www.slf4j.org/codes.html#StaticLoggerBinder for further details.
Log directory is: /Users/lizhanhui/Desktop/ons_csharp_sdk/Darwin/2.0.0/demo/logs
send success 1EE10CF31DF118B4AAC27AFF00F0000
send success 1EE10CF31DF118B4AAC27AFF4300003
send success 1EE10CF31DF118B4AAC27AFF8BB0006
send success 1EE10CF31DF118B4AAC27AFFCD20009
send success 1EE10CF31DF118B4AAC27B000DD000C
This is test message
Receive message:1EE10CF31DF118B4AAC27AFF4300003
send success 1EE10CF31DF118B4AAC27B0004E80012
This is test message
Receive message:1EE10CF31DF118B4AAC27B0004E80012
send success 1EE10CF31DF118B4AAC27B0008EF0018
This is test message
Receive message:1EE10CF31DF118B4AAC27B0008EF0018
send success 1EE10CF31DF118B4AAC27B000CF3001E
^C
```

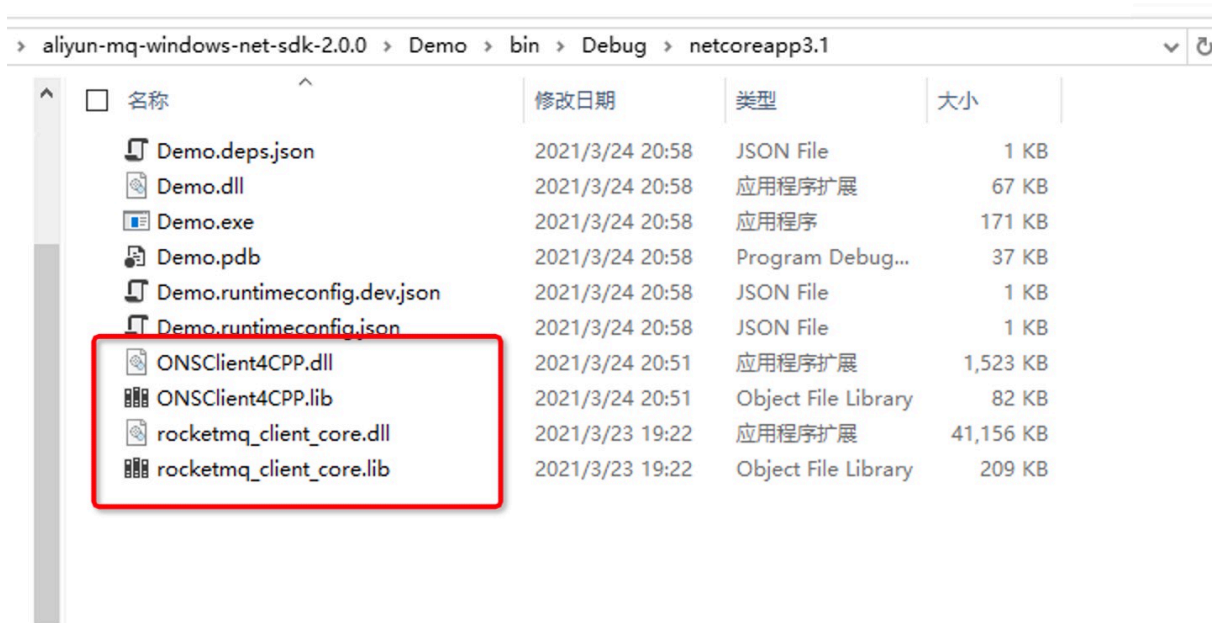
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Windows

1. Install C# Runtime Framework. During development stage, it is advisable to install Visual Studio.
2. Download ONS C# SDK package [here](#)
3. Extract downloaded package. In Demo directory, open Demo.sln with Visual Studio



4. Replace topic, CID, access point, access key/secret with your actual settings
5. Build
6. Assume Debug type is targeted. Copy libraries from **lib\2.0.0\x64\Debug** to **Demo\bin\Debug\netcoreapp3.1**



7. Run **Demo.exe**

